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AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A computer readable recording medium in which an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations and button operations of a pointing device with at least one button by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step, [[the]] designation of instructions for [[the]] a pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, [[the]] designation of

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instructions for [[the]] offensive action of a batter character is accomplished by [[the]] operation of said pointing device when the game player's team is the offensive side, and [[the]] selection of pitching or pickoff throw as said pitching action is accomplished by different operations of the at least one button provided on said pointing device, and designation of a base that is to be picked off is accomplished by a moving operation of said pointing device when the player's team is the defensive side; and

wherein said designation of the instruction for the pitching and the designation of the base to be picked off by the pickoff throw is accomplished by the moving operation of the pointing device before said selection of pitching or pickoff throw by the different operations of the at least one button provided on said pointing device.

2. (Original) The computer recording medium according to claim 1, wherein said pointing device has at least two buttons including a first button and a second button, and said selection of pitching or pickoff throw is accomplished by performing different button operations with respect to said first button and second button.

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3. (Currently Amended) The computer recording medium according to claim 1, wherein [[the]] designation of instructions for the pitching indicating a type of [[ball]] pitch is accomplished by the moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

4. (Currently Amended) The computer recording medium according to claim 1, wherein [[the]] designation of instructions for [[the]] a course of the pitch is accomplished by the moving operation of said pointing device in cases where pitching is selected as the pitching action of said pitcher character.

5. (Original) The computer recording medium according to claim 4, wherein the operation designating instructions for said course of the pitch is received after the pitching action of the pitcher character is initiated.

6. (Canceled)

7. (Original) The computer recording medium according to claim 1, wherein parameters that define respective abilities are set in the pitcher character

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of said player's team, and these parameters are altered in accordance with the pitching results.

8. (Currently Amended) A game server which is accessible from a computer operated by a player via a network, and which has a computer readable recording medium on which an executable game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations and button operations of a pointing device with at least one button by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step, [[the]] designation of instructions for [[the]] a pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, [[the]] designation of

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instructions for [[the]] offensive action of a batter character is accomplished by [[the]] operation of said pointing device when the game player's team is the offensive side, and [[the]] selection of pitching or pickoff throw as said pitching action is accomplished by different operations of the at least one button provided on said pointing device, and designation of a base that is to be picked off is accomplished by a moving operation of said pointing device when the player's team is the defensive side; and

wherein said designation of the instruction for the pitching and the designation of the base to be picked off by the pickoff throw is accomplished by the moving operation of the pointing device before said selection of pitching or pickoff throw by the different operations of the at least one button provided on said pointing device.

9. (Currently Amended) A game progress control method for controlling a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control method comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

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receiving input of instructions based on directional moving operations and button operations of a pointing device with at least one button by the player, said pointing device in its entirety being movable with respect to said monitor screen, and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step, [[the]] designation of instructions for [[the]] a pitching action of a pitcher character is accomplished by the operation of said pointing device when the player's team is the defensive side, [[the]] designation of instructions for [[the]] offensive action of a batter character is accomplished by [[the]] operation of said pointing device when the game player's team is the offensive side, and [[the]] selection of pitching or pickoff throw as said pitching action is accomplished by different operations of the at least one button provided on said pointing device, and designation of a base that is to be picked off is accomplished by a moving operation of said pointing device when the player's team is the defensive side; and

wherein said designation of the instruction for the pitching and the designation of the base to be picked off by the pickoff throw is accomplished by the moving operation of the pointing device before said selection of pitching or pickoff throw by the different operations of the at least one button provided on said pointing device.

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10. (Canceled)

11. (Currently Amended) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operation and button operation of a mouse with a first button and a second button by the player; and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step, [[the]] designation of instructions for [[the]] a pitching action of a pitcher character is accomplished by the operation of said ~~pointing device~~ mouse when the player's team is the defensive side, [[the]] designation of instructions for [[the]] offensive action of a batter character is accomplished by [[the]] operation of said ~~pointing device~~ mouse when the game player's team is the offensive side, and [[the]] selection of pitching or pickoff throw as said pitching action is accomplished by operation of a selected corresponding one of said first and said second buttons of the mouse, and designation of a base that is

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to be picked off is accomplished by a moving operation of said mouse when the player's team is the defensive side; and wherein said designation of the instruction for the pitching and the designation of the base to be picked off is accomplished by the moving operation of the mouse before said selection of pitching or pickoff throw by the operation the select one of said first and second buttons.

12. (Currently Amended) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program comprising the steps of:

displaying a game image including a plurality of characters on a monitor screen of a computer;

receiving input of instructions based on directional moving operations and button operations of the player with respect to a mouse with a first button and a second button; and

proceeding the baseball game based on the input made by the game player;

wherein in said receiving step, [[the]] designation of instructions for [[the]] a pitching action of a pitcher character is accomplished by [[the]] operation of said

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~~pointing device mouse~~ when the player's team is the defensive side, [[the]] designation of instructions for the offensive action of a batter character is accomplished by [[the]] operation of said ~~pointing device mouse~~ when the game player's team is the offensive side, and the designation of instructions for the pitching action includes:

selection of ~~pitching~~ a type of a pitch to be thrown as the pitching action from among a first pitch type, a second pitch type and a third pitch type by a moving operation of the mouse respectively to a right direction, a top direction, or a left direction followed by operation of one of the first and second buttons of the mouse; and

selection of a base for a [[or]] pickoff throw as said pitching action from among a throw to a first base, a second base, or a third base is accomplished by a moving operation of the mouse respectively to a right direction, a top direction, or a left direction followed by operation of a selected corresponding another one of the first and the second buttons of the mouse, and the selection of the pickoff base among a first base, a second base, and a third base, to

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~~which the pickoff throw is made is accomplished by a movement of the mouse to right, top, and left direction, respectively.~~

13. (New) The computer recording medium according to claim 1, wherein said pointing device in its entirety is moved by the game player on a surface of a pad with respect to the monitor screen for designating both the pitching instruction to the pitcher character and the base to be picked off and whether said moving operation of the pointing device is received by the game progress control program is the pitching instruction or the base to be picked off depends upon a type of the button operation on the pointing device by the game player.

14. (New) The computer recording medium according to claim 13, wherein said pointing device has a first button and a second button and said moving operation of the pointing device is taken as the pitching instruction to the pitcher character when the first button is depressed by the game player after said moving operation of the pointing device is accomplished in said receiving step and said moving operation of the pointing device is taken as the instruction of the pickoff throw where the base to which the pickoff throw is to be made when both the first

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and the second buttons are depressed by the game player after said moving operation of the pointing device is accomplished in said receiving step.